

# MilAtari Limited Edition

Vol. VIII, No. III  
March 1989

## This Month: General Meeting

Sat., March 18th 12:00 Noon  
Greenfield Park Lutheran Church  
1236 S. 115th St., West Allis

## Exec. Board Meeting

Sun., March 26th, 7:30pm  
Pepino's, 9909 W. Appleton

## Next Month: General Meeting

Sat., April 15th, 12:00 Noon  
Greenfield Park Lutheran Church  
1236 S. 115th St., West Allis

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**Bob Carpenter**

## Warlock

**Warlock**  
ST Arcade Game/Color only  
Mfg.: Three - Sixty Software  
Suggested Retail: \$39.95  
Overall Rating: Too Expensive

This is the game that I won at the MilAtari raffle in September. As I got this game for free, I can say that I got the most for my money. But seriously, I really wanted to like this game. It's always nice to reward companies that are nice enough to send review copies out to user groups.

Also, it would have been nice to see Three-Sixty rebound after Dark Disaster (oops...Dark Castle). At least with Warlock, the documentation is accurate. Unlike Dark Castle, Warlock's joystick interface works. That's fortunate, because Warlock only has a joystick interface.

Warlock, unfortunately, is your typical shoot-em-up. The graphics are nicely done, though not spectacular. Warlock also uses some digitized sound while booting, and after you are killed. (you hear cackling in the background).

The object of the game is to survive numerous levels (about 20 - 30) and face the evil He. If you beat He, then you win the game. However, there is no real thinking involved in the game. You just shoot at all sorts of ghoulies until you die.

There are objects that you find all through your quest that help you survive, but you don't have to do anything to make the object react. The objects just help your stamina or strength level and that's it. In addition, the objects themselves are very easy to find, so the search for the objects isn't fun.

This isn't to say that Warlock is easy to win. It most certainly is not. However, if you've already won at Time Bandit then this game won't present a challenge to you. But to be fair, if you've done that, not too many arcade games will challenge you. The documentation is very short (one page, as usual with Three-Sixty software), but quite accurate.

I probably wouldn't be so critical about Warlock, after all it is mindless entertainment, but then I saw the prices in software stores. I couldn't believe it when I saw Warlock priced at about \$30 - \$35. It just isn't that good of a game. There are very few arcade games that I can justify spending that kind of money on, and Warlock isn't one of them.

So, the main problem that I have with Warlock is the price and not the game itself. If you happen to find it for about \$20 - \$25, then the game isn't a bad deal. Just be forewarned, Warlock isn't terribly original.

Sometimes I want to strangle software companies, they seem to think that people want games that look better and better. That's true...but only to a point. Time Bandit is three years old and is still one of my favorite arcade games. The reason for this is because it has an original theme surrounding the arcade game. In the case of Warlock, someone at Three-Sixty, or at Infogrames, (the people who wrote it) should have stood up and said, "I've seen this game 1,000 times before."

The game is implemented pretty well, but isn't very addictive. It doesn't make your brain work along with your hands. Sorry, Three-Sixty software, maybe next time.

## March Is Swap-Fest Month!

## Details Inside!



**MilAtari Ltd.**

The Milwaukee Area  
Atari Users Group  
Post Office Box 14038  
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Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 for individuals, \$25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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## March Swap Fest

The annual MilAtari Swap Fest will be held at the March General Meeting. Bring your goodies and get ready to haggle! The ground rules are very simple, and we must insist that you adhere to them.

- 1) Only MilAtari members may offer items for sale.
- 2) Only computer-related merchandise may be offered for sale.
- 3) All software packages offered for sale must be original and complete. No copied disks, no xeroxed manuals. Originals only.
- 4) All items not in working condition must be so marked.

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**John Wickstrom**

## Gold Of The Realm

**Gold Of The Realm**  
**Magnetic Images**  
**ST Action/Adventure Game**  
**Graphics: Good**  
**Difficulty: Intermediate**  
**Suggested Retail: \$39.95**

I passed through the open door into another twisting hallway. Down the hallway in the distance I can see another door, probably leading to another hallway, or maybe it will be a room with a valuable item, or a stairway leading down into the dark depths of the castle. No, this time it is a red door, and all I have are green and pink keys. This time I must turn back and search down another corridor...

That's how it feels to play "Gold of the Realm". The basic idea behind the game is that in a time long ago, four princes built four castles in a mountain valley. Times were good, the land was prosperous, and the princes amassed a good deal of wealth in gold. Then one day an evil wizard came to the land. He performed magical tricks and aided the princes as Court Magi-

cian. He proceeded to hide the gold in one of the castles to keep it safe. When the wizard finally had hidden all the gold, he drove all the people out of the four castles and the surrounding kingdom. Your goal is to go to the four castles and bring back the "Gold of the Realm".

Gold of the Realm is played using the joystick and the mouse. You use the joystick to move your character around, and you use the mouse to manipulate the objects in your possession. The screen shows an overhead view of one section of one floor of the castle. You move your character through the castle in search of the "Gold". In order to get to the "Gold" you must first open a lot of doors which are in various colors. A normal brown door is unlocked and you can open it normally, but the colored doors require a key of the same color.

Also strewn about the castle are other objects: a sword, a wand, variously colored pills, potions, etc., that will aid you in your journey. I won't disclose what they do because finding

that out is part of the game. The castles are also home to some bad guys. After all what would a game be without bad guys? There are pirates, wizards, and skeletons in some rooms of the castle. The last obstacles to tackle are the "dark levels". These are the bottom levels of the castles and they are not lighted so you must provide your own source of lighting.

There are three difficulty levels built into the game. In the "Easy" level you must only explore the grey castle where the treasure is hidden. At the "Medium" level you must also explore the green castle. At the "Hard" level you must navigate through all four castles: grey, green, blue, and purple. The game is randomized at the "Hard" level. That is, with each new game at that level the objects' positions are changed, so it is a different game each time you play. There is also a save-game feature.

I have solved all three levels in the game and I enjoyed it very much. I would recommend that you buy it if you are into action/adventure games. There are some points where you need a pretty good joystick hand to survive. Now I am off to go spend the "Gold of the Realm" I recovered on a nice red Porsche. Well, with all that money, make it two. Or maybe a ....

**Dr. Armin R. Baier**

## Rings Of Zilfin

**Rings Of Zilfin**  
**ST Graphic Adventure/Color only**  
**Strategic Simulations, Inc.**  
**Overall rating: Fair**  
**Price as tested: \$29.95**

This game was apparently first designed and programmed for Apple and Commodore computers, and has been adapted for the ST. There are more elaborate loading and running instructions for the other computers. (One surmises that Atari players are more

adept at running programs.) It was meant to run with two disk drives, but for the ST it will only load in drive A. There are three single-sided disks that load consecutively.

"Zilfin" is an involved game which fortunately can be saved to continue playing at another time. There are many locations, some of which are multi-leveled, to find and conquer. In all locations, one finds hazards, destructive spells, poison pins, not to mention a host of adversaries.

You as the hero have characteristics of strength, endurance, and you can obtain magic spells to conquer your opponents. Various foods you encounter provide immunity from enemy blows etc.

All in all, there's not a lot new here. Pretty much standard hack and slash, wizards, sorcerers, witches, and so on. If that's your cup of tea, it will keep you busy. It is an elaborate and extensive adventure game and you should plan to play for many sessions.

It is the lack of anything new or significantly different that prevents "The Rings Of Zilfin" from rating anything better than "fair."



**Ron Midthun**

## ***STOS: The Game Creator***

**STOS: The Game Creator**  
**Mandarin/Jawx**  
**Distributed by Antic**  
**ST Color/Mono**  
**Suggested Retail:**  
**Overall Rating: Very Good**

This package was designed to make writing "fast, exciting games quickly and easily." As a programmer who wanted to write games, but didn't have much free time, I decided to try it. Overall, I was very impressed by the entire package. The package contains three sample games, the STOS language, and several editors.

The games included with the package are Bullet Train, Orbit, and Zoltar. The object of Bullet Train is to guide a train away from dead-end tracks. This program features a small display of upcoming track and incredibly fast scrolling. An editor to create new tracks is included. Zoltar is a simple space shoot-em-up with the ability to design your own screens. The final game, Orbit (my personal favorite) is a Breakout/Arkanoid clone in which you have to eliminate blocks by bouncing a ball against them. As with the other games, the program includes an editor to create your own boards. As you may guess from the variety of sample games, STOS is very versatile.

STOS programs consist of up to 15 blocks and a program. A block can store sprites (movable screen images), music, full screens, character sets, menus, icons, and other data. The program itself is written in a very fast BASIC language with several commands for graphic operations.

The programming language, STOS BASIC, includes many extensions for screen and sound manipulations. Sprites can be animated with simple commands that function although the program continues with other commands! (Similar to player-missile graphics) Also, a

music sound track can be set to play continuously during the game.

STOS screen commands include ZOOM, SCROLL, REDUCE, store to bank, FADE (slowly changes screen to specified color), and APPEAR, which causes a new screen display to appear using one of 80 different patterns. The program recognizes three types of screens the BACK(ground), PHY-SIC(al), and LOGIC screens. Different commands work on various screen types and incredible special effects can be made by manipulating them. Unfortunately, I found the manual's description of the differences somewhat confusing.

STOS includes several other useful commands for mouse and joystick control, music (also sound effects), menus, math and string operations (with several advanced functions), text displays, and, of course, graphics. STOS Basic includes over 320 commands, so a detailed description of them here is impossible. STOS BASIC includes everything needed to write games of almost any type, and is furthermore one of the most advanced BASICs I have seen. STOS does not use GEM at all, so this version of BASIC runs incredibly fast (especially compared to Atari's BASIC).

In addition to the STOS language, the package includes several utilities, the most useful of which is the sprite editor. This program can create sprites up to 64x64 pixels (dots). It includes many tools for drawing, as well as animation testing, color control, and sprite grabbing. This last function can actually steal sprites from many commercial games! The editor is very easy to use and extremely helpful.

STOS includes a music editor. Although entering a melody is a long, tedious process, it is worth it. The editor allows definition of envelopes and tremolos (variations in pitch), as well

as displaying melodies in musical notation and giving full control over volume, transposition (higher/lower pitch) and speed. The music editor (and appropriate commands) can also be used for sound effects.

The other accessories are a map definer (which quickly creates backgrounds for games such as Gauntlet or Time Bandit), an icon editor, a font editor (to make new letter types), a line assembler (very limited), and a few miscellaneous programs.

The documentation consists of one 283-page book which is written for people who already know BASIC and concentrates on the new commands from STOS. Although some things are confusing, such as the different screens, the book does cover the program's capabilities well. Appendices are included for assembly-language interfacing and other tricks.

The program supports all 3 resolutions although it works best with low resolution. Some screen effects are lost in hi-res and the sprite editor only runs in low-res. (A scaled-down editor for hi-res is included). Users of this program should also have either Degas Elite or Neochrome to create background screens and other graphics. Games written in STOS can be sold or placed in the public domain without any royalty. I am currently using STOS to write "Ricochet" which I plan to release PD.

So, the bottom line, is it worth it? To those with some programming experience I would say YES, definitely. The language has everything you need and the accessories are incredible. If you have no real experience programming, this package may be difficult to learn. It is not intended for absolute beginners.

If you know BASIC and wish to write games, by all means try STOS.



**Bob Carpenter****Zany Golf**

**Zany Golf**  
**ST Arcade Game/Color Only**  
**Distributed by Electronic Arts**  
**Suggested Retail: \$39.95**  
**Overall Rating: Excellent**

I first learned of this game by browsing through an Apple magazine at the local library, since I still own an Apple II clone. Well, anyway, I ran into this miniature golf game for the IIGs. From what I read of the review, it looked really neat and inventive. Then my heart sank...

I read who manufactured the game. I saw those two dreaded words that every Atari owner (8-bit or ST) has learned to hate, "Electronic Arts." I figured that I would never see an ST version of this game since EA has hardly been charitable recently in releasing ST versions of their games. So when I went to a local computer store and saw a copy of Zany Golf on the counter, I really didn't get all that excited. I figured it would either be a IIGs or Amiga (oh boy!) version of the game. So I was astounded when I found out that it was actually an ST version of the game!

I was surprised, but I didn't get that excited yet. Remember, folks, this is the same company that had the audacity to release something as awful as Marble Madness. 'Nuff said. However, the owner of the store let me take a good look at the game before I bought it. Good thing, because after seeing Marble Madness (thank goodness, I saw the game before I bought it), I'll never buy a game again from EA sight unseen.

As I said, I played the game in the store, and was I impressed! The graphics looked just as nice as the screen shots I saw from the IIGs version (as they should). The soundtrack was nice and relatively unobtrusive.

The main thing that strikes me about this game is its design and sense of humor. What I mean by sense of humor is that the entire Zany Golf course looks like it was designed by Monty Python's Flying Circus. This is definitely **not** just another golf game, not even just another miniature golf game, it's definitely a breed apart.

Now, to give you some idea of what Zany Golf looks like. The first hole is a regular windmill hole that might actually be able to be recreated on an actual miniature golf course. It looks nice graphically and after the first time or two, that hole is pretty easy. This is quite fortunate because the game only gives you 5 strokes to start out with. If you can't complete the first hole in 5 strokes, then the game ends quite quickly for you.

Basic Zany Golf play works like this: Each hole is given a par value (how many shots it should take to complete the hole). You have at least that many shots to complete the hole. However, if you finished under par on the previous hole, then those extra shots are added to the par on the next hole and that sum is the total number of shots you have on the hole. If you ever exceed the number of shots that you have available, then the game is over for that player.

At first, I thought of this as a disadvantage, but it does give you an incentive to improve your game so that you can see the rest of the holes. This is the only possible drawback that I can see to the game. The interface to hit the golf ball is very easy to get used to. One of my friends compared the interface to Michtron's "8-ball" and I think it is a very valid comparison. All you do is move the cross pointer on top of the ball, hold down the left mouse button and pull the mouse back to hit the ball in the desired direction.

The only other hole I'll tell you about (I don't want to spoil the surprises!) is "Hamburger Hole." My friends and I have dubbed this hole "Hamburger Hill." In a second, you'll see why. When you first reach the hole, you'll see a huge hamburger covering the hole. You have to click either mouse button enough times to get the hamburger bouncing up and down so that you can sneak the ball under the burger and into the hole.

The touches on this hole are absolutely phenomenal. When the burger is bouncing, the top and bottom buns fly apart from the burger and you can see the onions, mustard, and ketchup on the burger (very nice!). Also there is a bumper on the first corner of the hole that is a squeeze bottle of ketchup. When you hit that bumper, the bottle is squeezed and ketchup squirts out from the bottle!

On randomly chosen holes, there will be opportunities to enhance your number of strokes. They come in the form of fairies that you need to get to receive a random stroke bonus (I'm not kidding) and a timer bonus if you can complete a course quickly. In addition, if you can complete the course in par or below (I haven't done that yet), there's supposed to be a special surprise.

If you like sports games, you'll love Zany Golf. If you don't like sports games, you'll still probably love Zany Golf, it's that well done.





**Curtis Newman**

## Art & Film Director

**Art & Film Director by Epyx**  
**ST Art & Animation Package**  
**Color Only/4 SS disks included.**  
**Suggested Retail: \$79.95**  
**Overall Rating: Very Good**

If you're an artist, you'll have a great time with this package. If you're not an artist, you'll still have a great time with Art and Film Director! It's as entertaining as it is constructive and educational (if you want to learn anything about animation).

As with many programs that promise super results with apparent ease, this one does take quite a bit of effort to get a confident handle on. The documentation is very thorough and includes tutorials to guide you through painting your first masterpiece with the art program and loading it to a file; showing a film file already on disk and making your own mini-film using pre-made elements, putting them together and making them move the way you want.

The Art Director program is very flexible, with a few extras you won't find on most paint programs. If you are familiar with DEGAS Elite or NEOchrome, you already know about most of the drawing and painting tools used in Art Director.

The few that really stand out are 'bulge,' 'bend,' 'spin,' and 'sprite'. Briefly, 'bulge' will wrap an image around an imaginary sphere; 'bend' will wrap an image around an imaginary cylinder; 'spin' will spin a rectangular area on its axis; 'sprite' defines an area on your canvas (the painting surface for your artwork) and makes it bounce around the screen.

I don't intend to write a mini-manual on this program, which I would practically have to do to cover each and every tool and effect available. All I can say is give it a spin. It'll be a ball just manipulating the artwork on

file and discovering the versatility richly available in Art Director.

Only 16 colors can be used at a time, but you get 512 to choose from (like DEGAS). You can also cycle the colors and adjust the cycling rate the way you want to. With 512K memory, only 2 canvases can be used to paint on. With 1 megabyte, you can store up to 16 different canvasses in memory! I'm sure *SOMEONE* will find a use for all 16.

---

**"Artist or not,  
 you'll find many  
 pleasant  
 surprises in  
 Art & Film  
 Director!"**

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One other very handy feature is the ability to format a file disk without leaving the program. (also found on Film Director) So be at ease when you think you're out of formatted disks to load your art and film sequence files on.

If you want to print your artwork, it's possible using the print option in the program. As far as I know it will only print in black and white. I attempted to get color on my RAINBOW NX-1000, but it only came out in several shades of gray which actually looked quite good.

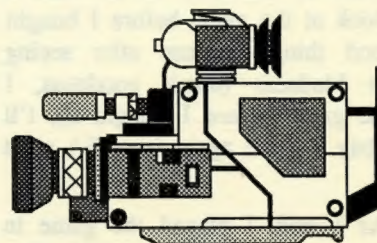
Film Director will take more patience to understand than Art Director will, but the results can be worth the time to learn all the steps and techniques used to produce your own movies! The manual advises that you start with very simple sequences to learn how to move existing elements on files included on the disks and then to

produce your own. You'll learn about all the elements involved in a sequence (frames, patterns, polygons, actors, stages, tweening, the list goes on...), and how to put them together.

If "cel animation" is still a strange term to you, don't worry, you'll discover the video equivalent in this program. I suggest you watch the films included. The Film Director program allows you to stop or slow down the frames for closer inspection. This will make it a little easier to understand the end result you'll want to achieve when working through the learning session on creating an animated film. One of the included films has accompanying music. The manual describes how you can call these files and preview each sound separately and how to assemble your own music files by choosing sounds from three existing files.

After you've finished your film you can record it on your VCR, either through the composite video port on your ST or a converter (such as Video Key) if your computer doesn't have a composite video port.

Next time you watch a cartoon on TV or at the movies, I'm sure there will be a new appreciation of how much work is involved in creating the animation gems Walt Disney puts out. Even Bugs Bunny might earn more respect from anyone new to animation who gives this animation package a serious look. Artist or not, you'll find many pleasant surprises in Art & Film Director!





**Michelle Gross**

## Mouse Master

**Mouse Master**  
**ST Joystick Port Extender**  
**Practical Solutions**  
**Suggested Retail: \$39.95**  
**Overall rating: Good**

David and I must have been especially good this past year because Santa found it in his heart to leave a Monitor Master and a Mouse Master under our Christmas Tree. While I couldn't agree more with Jim's assessment of the Monitor Master as was written in January's newsletter, I do have to report that I am just a wee bit disappointed in my Mouse Master.

Overall, I am very pleased with the Mouse Master. Our entire family uses our ST, or should I say abuses, at least when it comes to switching between mouse and joysticks, and the convenience alone of not having to mess with those ports underneath the 1040 is worth the purchase of this product. Besides the convenience, all that fooling around you do trying to plug and unplug your mouse and joystick does nothing but harm to your hardware. So for about \$40 you will be saving yourself lots of frustration, as well as possible future repair bills.

What is also especially handy about the Master is the switch at the top of the unit that enables you to very conveniently change port 0 from the mouse to joystick controlled. How did we ever live without it, I now have to wonder.

I am impressed as well with the looks of Practical Solutions' products, and the quality of materials used. The cord from the computer ports to the Mouse Master is heavy duty, and the housing of the box itself is made of the same type of materials as the housing of the ST. To top it off the color is that same old Atari grey, so the products look good with the Atari computer, and that's important to me as well as many of you, I'm sure.

The bit of disappointment I referred to comes from just a couple of things. First of all, I would like the cord just a tad longer, say about another 6-8 inches. You can't go very far with the Mouse Master, and depending on your particular hardware set up, there may or may not be enough cord for you to position the Mouse Master in a convenient location. If you are left handed, and use the mouse with your left hand, forget it

altogether, because the Mouse Master won't reach over to the left side of your keyboard.

The other problem I have with the product is that because of the 3 cords I have plugged into it at all times, the thing just won't sit flat on my desk. Naturally I leave the mouse and two joysticks plugged in and it makes the unit "front heavy." If it were just a little heavier, or larger, I don't think that would be a problem. A small complaint, but it is an annoyance and worth mentioning.

The list price of Monitor Master, in my mind is a little steep for this product. However, it has been discounted by retailers just recently, which probably has a lot to do with why Santa finally dropped one under our tree. I have seen Mouse Master for as much as \$10 off the list price through mail order, and you will find it at a discount locally as well. The discounted price makes Mouse Master much more attractive to us consumers who, after all, are always looking for "Power without the Price."

I do recommend the purchase of Mouse Master wholeheartedly, but I think these two small concerns are legitimate. Perhaps Practical Solutions will consider a few design changes in the near future. If the quality of their products are any indication of how well they listen to their customers, I would not be at all surprised!

**Everett Rantanen**

## Battlezone

**Battlezone**  
**Atari Corp.**  
**XE Game Cartridge**  
**Suggested Retail: \$24.95**  
**Overall Rating: Good**

I waited with baited breath for this one. I had played the arcade version every chance I got. I hoped I wouldn't be disappointed. Could the programmers capture the speed and

visuals of the "vector graphics" (wire-frame) display of the original? I wasn't disappointed.

Battlezone is a single player arcade shoot 'em up and well, you could call it an ultra-simple tank simulator. The object of the game is to gain points by destroying enemy tanks, missiles and flying saucers while trying to avoid getting hit yourself.

A radar screen is displayed on

your upper screen to help you locate the "offenders". Your joystick allows you to drive within shooting range for "the kill". As you look out of your tank's window onto your "battlezone", you will notice other obstacles. There are cubes, pyramids, etc., which can be used to hide behind. There are five selectable levels of difficulty. In the upper levels, you'll meet faster moving supertanks.

While I'll admit it is not as "colorful" as similar playing games such as; "Dimension X", "Encounter" or "Deathzone", I recommend it for it's good action. The cartridge format makes it great for the kids.



**Bob Carpenter**

## Airball and Arkanoid II

**Airball by Microdeal**  
**Distributed by Michtron**  
**ST Arcade/Adventure Game**  
**Color only**  
**Suggested Retail: \$39.95**  
**Overall Rating: Pretty Good**

Airball is one of a growing number of "arcade-adventure" games. These type of games test your ability to wield your joystick as well as use your mind. The premise behind Airball is that an evil wizard (are there any other types?) has turned you into a balloon (those wizards never show any respect, do they?). What's more, the balloon has a small leak in it. As a result, you are forced to find air pumps to refill the air in your bubble. Unfortunately, it's not that easy.

Those air pumps aren't that easy to find at first, and it always seems that the air is leaking faster than you can find pumps to refill the bubble. Once you find the pump, your problems aren't over. At the pumps you must be very careful not to overfill the bubble. If you do, then the bubble will pop. After the bubble pops enough times, the game ends. Especially at the beginning, the adventure will end quite quickly.

While the bubble can be controlled by keyboard, joystick, or mouse, I prefer the joystick interface as the easiest to use. The graphics in each room are very well done. As you explore these rooms, you will find gold blocks and other items that are worth points to you. You'll also find dark rooms that can be lighted either with a torch (the honorable way) or by turning up the contrast on the monitor (my way).

However, be wary where you step. There are many booby-traps in the wizard's castle, any one of which will pop your balloon (bubble), and you will lose a life. A cross will mark

the point that you have died. In addition, you will need to find a spellbook in the dungeon, which along with the crosses, if there are any, will enable you to turn yourself to a human again and win the game. This game is not for the impatient. It takes awhile to get used to any of the three interfaces since you die so easily, and the game doesn't seem to be easy to win.

I do have a couple of complaints about Airball. First off, the music keeps on playing throughout the entire game. It's a decent enough soundtrack, but if you play Airball for any length of time, you'll soon tire of it. More importantly, to me, is that Airball doesn't save your high score. This is frustrating because when you do get a decent score (which isn't all that easy), it's nice to remember your rare accomplishments. However, overall, it's a cute game and worth the price.

**Arkanoid II:**  
**The Revenge of Doh**  
**ST Arcade Game/Color only**  
**Manufacturer: Taito/Imagine**  
**List Price: \$39.95**  
**Overall Rating: Very Good**

Arkanoid II is a breakout game. Well... it's not quite a breakout game. To call Arkanoid II a breakout game is about as accurate as calling the ST a "game machine." In a breakout game, you use your paddle to hit a ball that is used to knock blocks from the top of the screen. Ho hum.

Now, imagine a breakout game where there are aliens that can affect the flight of the ball at any time. In addition, your paddle can have different powers, depending on pills that fall from the top of the screen. For instance, a pill can fall that allows your paddle to leave through the side wall and get a cheap ride to the next level.

Another pill breaks the ball into 8 separate balls. It can be a bit confusing, but luckily you only have to keep one ball bouncing to keep your paddle alive.

Other abilities that your paddle can attain are: the ability to expand the size of your paddle, your paddle can have a ghost which can deflect the ball, and your paddle can be equipped with a laser which can be used to shoot down blocks and aliens. Yet other abilities include: the ability to allow the ball to break through blocks without bouncing off them, to receive an extra paddle, break the ball into 3 parts which regenerate when each component is lost, reduce the size of the paddle, slow down the speed of the ball, and getting a twin of your paddle. These features are all included in Arkanoid II.

These are quite a few options to add to a simple Breakout game and makes Arkanoid II quite addictive. Arkanoid tries to give the game an adventure premise by making your paddle a "spaceship" that has to annihilate the evil Doh. Personally, I think that the premise is a little far-fetched and not needed in such a fine game. The only complaint that I have is that the high scores aren't permanently saved. This is, I'm sure, because of Arkanoid's roots in the arcade game world, but if you get a high score in this game, you'll want to be able to show all your friends.

Another disadvantage (so I was wrong, there's more than one!) is that, for the moment, Arkanoid II is only a European import. I was able to buy it at my local software store because they stock imported games, but I'm not sure of its availability in Milwaukee. However, I've seen the original Arkanoid advertised in ComputAbility and it seems to have the same addictiveness as the sequel. Since ComputAbility carries the original, it should also carry the sequel. I would hope that local stores would also carry it, as it is a very well done and good looking game. Overall, Arkanoid II is well executed, and a game that you'll enjoy for a while.



**John Beck**

## Turbo ST & Wargame Construction Set

**Turbo ST v1.2 by SofTrek**  
**ST Utility/Color & Mono**  
**Suggested Retail: \$49.95**  
**Overall Rating: Good**

Turbo ST by SofTrek is a program that speeds up the display of text (system font only) and windows by intercepting calls to certain GEM functions and then executing its own faster versions of these routines. The speed up in text is accomplished by replacing gem text routines, probably bios function 3 (output of a character), and gemdos function 9 (write a string to the console), with assembly language routines. The window and menu display improvements come from a faster vdi fill rectangle routine.

Does Turbo ST do what it says? Yes. Is it worth \$50? Probably not. There are two reasons why Turbo ST probably isn't for everybody. First, the programs which you want to speed up the most are the ones which seem to be slow to begin with. However, these programs are probably slow because they are inefficient and Turbo ST can't speed something up which is wasting time outside of the operating system.

Secondly, most people do not sit around and page through documents all day. To gain any significant savings in time spent with a program you would have to spend most of your time just paging through text, and even with word processors you spend more time writing then you do paging through your document looking for something.

Of course, databases are another matter. Most people probably spend more time looking at data then entering data. However, what Turbo ST does do is reduce the frustration factor. Since everybody hates to wait on computers, and text display and window redrawing are two of the most common operations on the ST, Turbo ST can make it look

like you are waiting less on the computer.

One thing that Turbo ST can't speed up is a GDOS based word processor since they don't use the system font. However, Softrek would like to get Turbo ST to speed up these programs in the future. Also programs run under pc-ditto are not accelerated by Turbo ST.

As an example of what Turbo ST can do I have listed the times it took me to show a 105,328 byte file to the screen from a ramdisk when just holding the spacebar down. This was also done with a public domain program by Darek Mihocka (QuickST v0.8) installed. Turbo ST comes as a 36k desk accessory which uses one desk accessory slot to allow you to remove or install it.

Normal.....	177 seconds
Turbo ST.....	85 seconds
QuickST.....	110 seconds

**Wargame Construction Set**  
**Strategic Simulations Inc.**  
**ST War Game Color/Mono**  
**Suggested Retail: \$49.95**  
**Overall Rating: Good**

Wargame Construction Set (WCS) by SSI allows for the creation and play of wargame scenarios. Basically, the program consists of two parts, an editor, and playing the scenario. These scenarios can take place in any time period of your choice. The reason why WCS can cover battles over such a wide time span is that each unit is given certain characteristics (firepower, defense, movement, range, etc.) and then an icon is associated with the unit. The icon is what you see on the screen when you are playing.

The characteristics you give to each unit is what determines the outcome of combat, but looking at the icons lets you associate any time frame you want with these characteristics. You could even make things that have never existed such as a Roman legionnaire that can single-handedly take on a tiger tank.

The game itself is very playable even against the computer. By the way, the solitaire scenarios give the computer 50% more firepower than your forces have to give the computer a chance against anyone with an IQ larger than a doorknob. The mouse interface is a bit slow to respond making it a little frustrating to move units long distances.

Another complaint about WCS is the zoom feature which serves no useful purpose other than to make the icons look nicer. The zoom reduces your view of the board too much for the nicer looking icons compensate. Also, WCS's idea of limited intelligence is sort of strange. An enemy unit cannot be seen until it either moves or fires. I can accept the idea of infantry hiding in grass or woods, but the idea of a tank hiding in the middle of a road 100 yards away stretches the limits of credibility.

The instruction manual is okay, as far as manuals go, as long as you replace the word "joystick" with "mouse."

Anybody who has played a lot of wargames will probably be disappointed with WCS, because realism has been sacrificed for playability, and flexibility. An example of this is in the question and answer section where it asks:

Q. Why do cities cost so many movement points to enter?

A. Since a unit on a building square receives all the defensive benefits it has to offer, I decided to charge for it.

Of course, if you're not worried much about realism, WCS is a very enjoyable game.



**John Beck**

## Scrabble!

**Scrabble****Leisure Genius/Electronic Arts****ST Board Game Conversion****Color or Mono****Suggested Retail: \$44.95****Overall Rating: Very Good**

Scrabble, the classic crossword board game, has been released for the ST courtesy of Leisure Genius and Electronic Arts. For anyone who is unfamiliar with Scrabble, it is basically a word game where players take turns forming interlocking words using letter tiles of various point values. The words are formed on a board with premium squares which can multiply the score a player receives for a word. At any one time a player has only seven letter tiles so sometimes it requires quite a bit of thought to think of a word, let alone a high scoring word.

The computer edition faithfully recreates the board edition. The well done graphics consist of the game

board with premium squares in different colors and the tile racks of the players. From one to four players may compete in Scrabble. Any or all of these players may be a computer player. The computer has eight play levels. Levels one through four access a subset of its 23000 word dictionary. Levels five through eight access the entire monstrosity of 23000 words. Anyone who doesn't think 23000 words is a lot should try to think of even one fourth of that off the top of their head.

The manual mentions in bold face that "some of these words are obscure and unusual". Yeah right! The highest level I have played at is level three and already it has come up with 17 words which are so obscure that they are not included in Webster's New Universal Unabridged Dictionary or any other dictionary that I have seen. It would be nice if Scrabble included a function to edit the dictionary or perhaps had additional dictionary disks

that might include computer jargon etc.

If, in the course of play, you enter a word that the computer can not find in its dictionary (obscure words such as "grade" and "champ" were not included probably because they didn't have enough Z's in them), it asks you if you are sure of the word. If you press the "Yes" button the computer accepts the word (but does not add it to its dictionary). If you press the no button then the word is removed and you lose your turn.

The program allows the player to save and restore games. It also has a clock feature where you must come up with a word in a certain amount of time, adjustable between 30 seconds and 5 minutes. If you think the computer is taking too long then you can force it to stop its search and play a word.

The reasonably complete 15 page manual for Scrabble contains the basic rules of Scrabble as well as how to use the computer versions features. Overall I would say that computer scrabble is a well done, enjoyable game that can even help increase the size of your vocabulary.

**Randy Hollenbeck**

## Oasis 8-Bit BBS

The Oasis Bulletin Board System (BBS), written by Glenda Stocks, is a very versatile and inexpensive program. Oasis ver 4.2 runs on any Atari 8-bit with at least 48k of memory, one floppy drive, and a modem.

Oasis will work with Sparta-Dos 3.2(x), Atari Dos 2.x, My-Dos, Super-Dos, and Smart-Dos. With Sparta-Dos, the ICD R-Time 8 clock is not needed, but it does keep better time. It works with the XL/XE(G) line, and the 810/1050/XF551 and Hard Drives. It works with Hayes compatible modems, and the Atari SX212 modem in direct connect mode. It also supports the 850/

P:R:/MIO, and the ATR8000. Packaged with three DS/DD floppy disks, Oasis' versatility can be seen in its main features: It allows uploading in most common forms, and supports x-modem, y-modem, and y-modem batch files. You can automatically log off after downloading a file, plus it has an RLE picture viewer.

Oasis also allows you to set the auto-swear terminate feature. When you have this on, if a user swears on the board he/she is terminated off. This is a nice feature when you have little children as users.

Add-A-BBS, which is only 1687 bytes long, but very powerful for little systems. It shows the bbs's name, phone #, If it is PCP-able, baud, software/hardware, comments, and your bbs poster.

Jump-To-Dos, allows you to exit the bbs and go to Sparta-Dos, letting you run modules, such as backup.bbs, bbs config.com, and all \*.pal files. \*.PAL files, loaded with Oasis.pal, supports many files you make using MAC-65. Included are: Super-arcmate, hard-drive arcer, glue, and directory repair.

You can have all of this plus much more for only \$30.00. Plus free updates available from one of the support boards. The only things missing are the Thread option, and Net mail. The theme of Oasis 4.2 is, "Small system storage can run big system features."



*Jim Morales*

## Navarone Flatbed Scanner

**ST Scan by Navarone**  
**ST Flatbed Scanning System**  
**Minimum 1 meg. recommended**  
**Suggested Retail: \$1795.00**  
**Overall Rating: Excellent**

You can't do the job right without the right tools. Period. As I specified a DTP system for work, I went over the list of things that we had to have to cover the all things we'd wind up running into. After the CPU, Hard Drive and Laser Printer were out of the way, the only question mark that remained was a scanner. In the area of scanners, ST owners don't have a lot of choices. Sad, but true.

IMG Scan and PictaScan might lay claims to being good scanners. In my experience, and I've used both, they are, at best, a tad on the Rube Goldberg side. Their real downfall is that in order to use them, one must have a dot matrix printer. In a laser printer environment, like the one I was specifying for, they are useless. The winner, by default, is the scanner available from Navarone. For some reason, the term "winner by default" implies a less than stellar performance. In the case of the Navarone scanner, nothing could be further from the truth. But I'm getting ahead of myself.

The Navarone scanning system is comprised of custom software, a custom cartridge port interface, and either the Canon IX-12 or IX-12f Scanner. Essentially, what Navarone has done is to create a piece of hardware that allows the ST to communicate with Canon's scanners, and then created software that allows the scanner to do its thing in an ST environment. Simple, no?

No. It was anything but simple. Navarone took a very large risk in even bothering to consider a high-end scanner system for the ST, and we all ought to be very glad they did!

For the most part, and in some cases perhaps with good reason, ST owners are usually considered notorious cheapskates. I like the word "thrifty" much better, but you get the general idea. For most of us, the thought of purchasing a peripheral that costs more than our whole system is as foreign as moonwalking on quicksand. In the main, we just won't do it.

For Navarone to make the financial commitment to produce a hardware system for ST owners with a price tag of over \$1000.00 took the kind of intestinal fortitude that would make John Wayne proud. Even if you never get close to a scanner and could care less about DTP, we all owe Navarone a debt of gratitude for going out on a limb to provide the ST environment with one of the "power tools" that any serious DTP'er requires. Enough praise for the moment, let's get down to brass tacks.

The Navarone scanner cartridge plugs directly into the ST's cartridge port. From there, an included cable plugs into the Canon scanner. If the installation was any simpler, it would be scary. Unlike the IMG Scan bare board that I had the dubious pleasure of playing with, the cartridge is custom made with everything professionally finished. Heck, it even matches the color of the ST's case. (You've got to admire a company that cares about aesthetics!)

The only complaint I can offer about the whole system is that the cable connector points at a 90 degree angle from the back of the machine. It would have been a little "cleaner" if the cable faced toward the back. And that's it folks! If you're looking for your Editor to do a hatchet job, you might as well stop reading right here. That is the only complaint I can make.

At present, the only thing that will make the scanner work with

Navarone's cartridge, is their own ST Scan software. Rumour has it that the folks at Calamus are going to include the Navarone setup in their internal scanning option, but frankly, it doesn't really matter. ST Scan is about as pretty a piece of hardware-driving software as you're ever likely to see. (Well at least until their next version comes out!)

Fully GEM based, ST Scan gives you the option of scanning a page at either 75, 150, 200, or 300 dots per inch.(DPI) For the uninitiated, the higher the DPI, the more detail in the resultant picture. Prior to scanning you may choose to scan the picture as either Line Art(Straight black on white), or as a half-tone(The kind of image newspapers use for pictures) Once scanned, the image can be saved in Degas, .IMG, or PostScript form.

Though not readily apparent, the ability to choose the resolution of the scan is every bit as important as the scan itself. Despite what you may think, not every image needs to be, nor should be, scanned at the maximum 300dpi available. For example, if you've got a 4X4 inch picture that you want to scan and put into a 2X2 frame on a page, then 150dpi is more than adequate. Why? Because a 4X4 image at 150dpi, reduced to 2X2 yields 300dpi resolution anyway. In other words, a 150dpi image reduced by half, actually doubles the apparent resolution on the page. Remember those old text pictures you used to dump to your printer? You know, the ones that looked better the farther you stood from them? Same basic principle.

More importantly, a decent sized image at 300dpi yields one darn big file. Last I heard, a regular 8 1/2 X 11" page scanned at 300 dpi yields a disk file of about 900k! As it is unlikely that you'd ever use a full page scan on a full page(that's why they make copying machines), you're far better off scanning at a lower resolution so that your file size is far more manageable.

continued next page



## ST Scan from previous page

Just how big a page can you scan? Well, if you are talking about the whole page, then your limit is 8 1/2 X 11. However, the real "limiter" is how much memory your machine has, and at what resolution you wish to scan. All of which sounds like it makes for a lot calculating before you scan. Nope. ST Scan's author, Mike Curry, is one practical kind of guy. The "rubber-band" box, with which you define the area to be scanned, already knows how much free memory you have, and it won't let you define an area beyond your memory limits! No guessing games here. Way to go Mike!

Truth be told, scanning with the Navarone system is a breeze. Load ST Scan, turn on the scanner, place the page, set your options, define the region of the page to be scanned, and bingo! It's scan time! Folks it just doesn't get any easier than that!

Once scanned, the image, or a portion thereof, appears on the screen so you can see what you've just captured. If the image is larger than what your screen can hold at that resolution, you can scroll through the image with standard GEM scroll bars. If you missed something, you can try again. If everything is fine, you save it to disk. Gee, this really is too easy! By the way, the whole process I've just described, from loading the program, to viewing the image you just scanned, takes place in about a 90 seconds! Now, I'm working from a hard drive, so loading from floppy may take a little longer, but not much!

Other goodies that need to be mentioned include the ability to adjust the contrast of the scan. Three settings here; light, normal, and dark. These should cover most of the normal things you'll run into. A little more control would be nice, but frankly, I don't have the foggiest idea what the Canon scanner is capable of, so a "wish list" is most definitely not in order! For most everyday needs, this baby covers the bases, and covers them well.

If you're doing a high resolution scan, and you want to save the files as Degas pics, be advised that the resolution of the scanner far exceeds what one Degas pic can normally accommodate. Fortunately, ST Scan figures out what won't fit into one PI?, and breaks the image into as many PI?'s as are required. Neat huh? Additionally, included separately is a program that will convert .IMG files into several Degas pics for extended editing, and then re-assemble them back into an .IMG file for use in your DTP program. Slick! Very slick!

The Navarone system offers two scanner options; the Canon IX12 single sheet scanner, and the Canon IX12f flatbed scanner, which looks and operates like a small copying machine. The flatbed scanner is more expensive, but being able to lay a book on it and scan directly from it is something that may be worth the extra money to you. It certainly was to us. Also, the flatbed allows for more precise vertical alignment than its single sheet counterpart.

When used with a Mega system and an Atari laser, the Navarone scanner also can double as a copying machine. The speed of the SLM-804 makes this an interesting option, especially if your budget doesn't stretch as far as your needs. This "copying machine" alternative requires a separate program, available from Navarone.

Neither the Navarone scanner, nor the ST, supports true grayscale like their Mac or IBM cousins. Perhaps someday they will. In the interim though, the Navarone system is the only way to get consistent quality images into your documents.

Word on the wind says that Navarone is on the verge of yet another high-end breakthrough for the ST; OCR software for the scanner. Optical Character Recognition will allow you to place a printed page on the scanner, and your ST will actually "read" what's on it. In short, no more extended re-typing sessions!

From what's been leaked so far, the software will be "trainable." That

is, it will be able to recognize different fonts, instead of being limited to reading typewriter style fonts. As I understand it, the software will take the scanned .IMG file and convert it to a text file for editing and spell-checking in your favorite word processor. That folks, is power!

Also from the hush-hush file, is Navarone's soon to be released .IMG art editing utility. At present, only Migraph's offerings can actually deal with editing a GEM .IMG file. According to inside folks, you'll be able to scan from within the program, and it will allow the editing of halftones. Further details on the program are sketchy at this time, but based on the quality of everything they touch, we're all in for a real treat!

There's a lot more about scanning with the Navarone to talk about, but space prohibits it. As always, if you have questions, feel free to corner me at a meeting or up on GENie.

A while back, I mentioned that there were perhaps a dozen or so real good ST companies out there that really gave a darn when it came to providing us with what we needed. Without question, you can add Navarone to that list. Their staff has been top-flight each and every time I've called to ask one of the "dumb" questions that new users are notorious for. They've not only been helpful, but also concerned that I was getting every bit of performance out of the scanner that was possible. That, my friends, is something you can't put a price-tag on.

The Navarone scanning system is most definitely not for everyone. At its price point, it is not something anyone is likely to pick up on an impulse. However, for anyone considering the ST as a serious DTP platform, it is clearly the only way to go. Moreover, contrasted with similar systems for other environments, the price is well within reason.

If you need advanced scanning capabilities, you should have no reservations about the Navarone offering. These guys do nice work.



**Dennis Wilson**

## ST PD Update

MilAtari Ltd. St Public Domain Library Disks are available to members at a price of \$3.50 per disk, and to non-members at \$5 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities of MilAtari Ltd. Defective disks will be gladly replaced.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

These disks are made available for sale at the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge room on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

### DISK 196 - UTILITY DISK

**A\_PM\_CAT:** Neo Stag Printmaster Cataloguer - A program for printing out all of the icons in a Printmaster Elite/Labelmaster Elite icon library. An index of the icon names in the library can be printed out at the beginning. A sample icon library of dinosaur icons is included on the disk.

**MAXFMT:** A program for formatting disks on two drives at the same time. A shareware program by Jeffrey Davis, MilAtari's Programming SIG Leader.

**MENU\_KIT:** A utility for creating a menu from which you can load any GEM program on a disk with a single keystroke. The utility has been installed on this disk. Autoboot it and load the programs from the menu.

**SYS\_MAP:** System Map Utility - A utility which will poll all active drives, including ramdisks and hard drive partitions, and tells you the free space on each. It also tells you if a clock card is installed, the amount of free ram available, and checks the printer to see if there are any problems with it.

**SNAPTWO:** A program for your AUTO folder which allows you to take a picture of a screen and save it to disk for later reference. This is different from the snapshot accessory in that it is a TSR (Terminate and Stay Resident) program which does not require GEM access.

**TC\_UTIL:** A program designed to make post-download activities easier, with utilities for dearcng, copying files, erasing files, renaming files,

formatting disks, viewing ASCII files, and making and deleting folders.

### DISK 197 - UTILITY DISK

**DIOX**

Version 0.95 - This utility is designed to let the GFA Basic programmer to quickly and easily edit dialog boxes by allowing the programmer to visually place and edit the various dialog box buttons, choose their "properties", and then generate the actual source code to implement the dialog box.

### DISK 198 - TINY PICTURES (WW II Theme)

**PISTOLS:** 6 tiny pictures of WW II pistols. The pistol and sample ammunition are shown.

**PLANES:** 24 pictures of WW II airplanes from the Aircobra to the Zero. Very well done.

### DISK 199 - GAME DISK

**CRASHERS:** An Eamon interactive adventure. The Eamon master disk, located elsewhere in the library, is required to play this adventure.

**ELVES:** An interactive text adventure written using the ADVSYS authoring system. It has a fairly extensive vocabulary. In it, you are a wise elf called out of retirement by Santa Claus because Christmas has run amuck. If you start now, you may get things straightened out by December!

**THETATEN:** A first-person graphic adventure. Hurry through the maze and accomplish your mission before your energy runs out.

### DISK 200 - UTILITY DISK

#### The Official MilAtari Modem Disk

Authored by our BBS Sysop, Rich Dankert, the disk contains autodialing files for Flash and Interlink, the two most popular modem programs for the ST, which are configured to autodial the MilAtari BBS. In addition, the disk contains a full-featured public domain modem program, Uniterm Version 2.0. The autodialer for this program is also set to log you on the BBS, and extensive documentation files are included.

### SUPPLEMENTARY LIBRARY ADDITIONS

**SPD 001(DS Only)** Pagestream Version 1.51 Demo - A demo of the popular desktop publishing program. Runs on either color or monochrome monitors. Several of the supporting programs, such as the font editor and the program to convert Publishing Partner fonts to Pagestream fonts, are included.

**SPD 002(DSE Only)** Calamus Demo - A demo of this high-end desktop publishing program for the ST. It is a full working demo with printer drivers included for several laser printers. Monochrome only.



**Bob Marsolek**

## Feb. 8-Bit PD Listing

MilAtari Ltd. 8-Bit Public Domain Library Disks are for sale to our members for \$2.50 per disk and \$ 3.50 for non-members. These charges cover the cost of the media and handling. Proceeds from the disk sales go toward the cost of the clubs activities.

MilAtari Ltd. supports the shareware concept and urges our members to send contributions to the authors of those 8-Bit programs designed as "shareware" which they find useful. Only by our support can we expect these authors to keep on improving their programs and also writing additional ones.

Now that that's out of the way, I would like to introduce myself and my assistant. My name is Bob Marsolek, my assistant's name is Larry Reynolds. We are the new 8-Bit PD librarians. With your continued support we hope to bring you quality public domain software on a regular basis.

Let me also thank the previous librarian, Dick Laudenbach, for the outstanding job he did with the library in the past, and also for all the support and help he gave to Larry and myself in getting started as librarians.

### Disk #208

<b>DISKXFER.BAS</b>	Disk Transfer: A handy little utility to transfer whole disks via modem.
<b>PTFOLIO.BAS</b>	Use this to keep track of your stocks.
<b>CARTCOPY.BIN</b>	This utility backs up cartridges to disk.
<b>BIRATELO.OBJ</b>	This is an autoloader program. Copy it to disk and rename it autorun.sys.
<b>GAUNTLET.OBJ</b>	This is a fast action space shoot-em-up arcade game. (48k required)
<b>DSKPATCH</b>	This shareware sector editor accesses the contents of any sector on a disk in single, double, or enhanced density.

### Disk #209

<b>DOCS.BAS</b>	Documentation for fortress.
<b>FORTRESS</b>	The hidden fortress. An arcade/adventure style game.
<b>CLOCK.BAS</b>	Utility for putting time, weather forecast, and other things on the screen. Great for broadcasting applications, ie. high schools, closed circuit tv, etc.
<b>WANASDEMO</b>	Demo for CLOCK.BAS
<b>ANTPNT.BAS</b>	"Ants In Your Pants" arcade game. Kill

all the ants before they get into your pants.

<b>EZFIND.BAS</b>	File maker, creates files for the EZ FIND data base. (Analog 1987)
<b>AIRATCK.BAS</b>	Arcade game. Blast incoming missiles before they destroy your cities. (Similar to Missile Command)

### Disk #210

<b>DUNGEO.EXE</b>	Adventure game.
<b>LAZERTYP.BIN</b>	Learn to type while having fun.
<b>BARBOZ.XMO</b>	Treasures of Barboz (adventure game)
<b>REFLECT.BAS</b>	Reflection strategy game. Two players or alone against the computer. Joysticks required.
<b>CLOCK.BAS</b>	Learn to tell time with this helpful file. Great for pre-schoolers.
<b>SWITCHBOX</b>	Strategy game for two players. Drop marbles in the top for points.
<b>GOTCHA.BAS</b>	Arcade game.
<b>TOWERS</b>	Towers of Hanoi game.
<b>NGTFLYER.BAS</b>	Night flight simulator.

### Disk #211

<b>SNWFL.BAS</b>	Utility. Insert pic into snowfall.
<b>SNOWFLK.DOC</b>	Documentation for snwfl.bas.
<b>FROSTY.OBJ</b>	Picture.
<b>PINES.OBJ</b>	Picture.
<b>SXMAS1.OBJ</b>	Picture.
<b>SXMAS2.OBJ</b>	Picture.
<b>HOSERS.OBJ</b>	Picture.
<b>SANTA.OBJ</b>	Picture.

Just a reminder. It is your continued support that will make or break this library. Please don't hesitate to offer programs or suggestions. If you wish to submit files to the library, I'll swap disk for disk at the meeting. Thanks again for your help.



## **ST Informer Subscriptions**

Members not at the February meeting are advised that all MilAtari members are eligible to subscribe to ST Informer at a reduced rate. The publishers are making available a one-time rate of \$15.00 for 12 issues, \$3.00 off the regular price.

Those subscribing to this offer will be entitled to a copy of the current ST Informer PD disk. Most likely, this will mean that those subscribing will be asked to bring a blank disk of their own for copying purposes. The mechanics of this part of the offer are not quite worked out yet. We'll keep you posted.

Anyone interested in taking part in this offer is urged to contact our group Treasurer, Mr. Carl Verbanac, as soon as possible so he can get the ball rolling. You may contact Carl on the BBS or call him at home.

On behalf of the entire club, our sincere thanks to Mr. Jim Wesolowski for taking the time to visit our meeting, and to the management and staff of ST Informer for their fine efforts on behalf of Atari users everywhere. ST Informer has consistently been one of the most informative Atari periodicals, and we wish them great success in the coming year.

## **8-Bit SIG**

Joe Sliker will be bringing the brand new SpartaDos X cartridge for all to see. Also, please bring all your questions and any programs you may be having trouble with.

We have lots of experienced 8-bit members that can hopefully help you out. We'd like to see more of our 8-bit members attending the SIG. There's always someone that knows a little bit more than the next guy. See you at the SIG!

## **Current Notes Subscriptions**

We are now a CN Registered Club. What this means is that all members of MilAtari Ltd. are now able to subscribe to Current Notes on an on-going basis at a reduced rate.

The standard subscription rate is \$24/year or \$42/2 years. Now that we are a Registered Club the subscription rate will be \$20/year or \$38/2 years.

If you are interested in subscribing to this fine magazine please see Bruce Rahlf, Publications Librarian at the monthly meetings or leave E-mail on the BBS.

Thanks to all of the members who first went in on this club subscription, for making this deal possible for the rest of our membership.

## **ST SIGs for March**

### **#1: Desktop Publishing**

*Featuring: Publisher ST*

*Conducted by Doug Raeburn*

### **#2: ST Beginners SIG**

*Questions and answers for newcomers to the ST.*

*Conducted by Tom Barderwerper*

### **#3: "C" Language Programming**

*Featuring: Mark Williams C*

*Conducted by Jeffrey Davis*

Special Interest Groups, or SIGs, are classes that are held in separate rooms after the main club meeting. SIGs are conducted by members and feature a popular topic of interest.

This is a place where members can learn more about the covered topic in a semi-formal classroom setting. Questions can be answered, and programs are usually demonstrated. These SIGs are free, and all members are welcome and encouraged to attend.

If there is a topic you would like covered, please let the Executive Board know, as we are always working to improve our club and help our members in every way we can.

*Tom Barderwerper*

*ST Vice President*

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